

The Quintessential Cleric



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 RACE _____ ALIGNMENT _____
 PATRON DIETY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

ARMOUR

○ = 10 +
 CLASS
 ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2) CROSS CLASS KEY ABILITY MODIFIERS

	CROSS CLASS	KEY ABILITY	TOTAL ABILITY RANKS	MISC
ALCHEMY	Y / N	INT		
ANIMAL EMPATHY	Y / N	CHA		
APPRAISE ✓	Y / N	INT		
BALANCE ✓	Y / N	DEX *		
BLUFF ✓	Y / N	CHA		
CLIMB ✓	Y / N	STR *		
CONCENTRATION ✓	Y / N	CON		
CRAFT ✓ (POISONS)	Y / N	INT		
CRAFT ✓ (TRAPMAKING)	Y / N	INT		
CRAFT ✓ ()	Y / N	INT		
DECIPHER SCRIPT	Y / N	INT		
DIPLOMACY ✓	Y / N	CHA		
DISABLE DEVICE	Y / N	INT		
DISGUISE ✓	Y / N	CHA		
ESCAPE ARTIST ✓	Y / N	DEX *		
FORGERY ✓	Y / N	INT		
GATHER INFORMATION ✓	Y / N	CHA		
HANDLE ANIMAL	Y / N	CHA		
HEAL ✓	Y / N	WIS		
HIDE ✓	Y / N	DEX *		
INNUENDO	Y / N	WIS		
INTIMIDATE ✓	Y / N	CHA		
INTUIT DIRECTION	Y / N	WIS		
JUMP ✓	Y / N	STR *		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
KNOWLEDGE ()	Y / N	INT		
LISTEN ✓	Y / N	WIS		
MOVE SILENTLY	Y / N	DEX *		
OPEN LOCK	Y / N	DEX		
PERFORM ()	Y / N	CHA		
PICK POCKET	Y / N	DEX *		
PROFESSION ()	Y / N	WIS		
READ LIPS	Y / N	INT		
RIDE ✓	Y / N	DEX		
SCRY ✓	Y / N	INT		
SEARCH ✓	Y / N	INT		
SENSE MOTIVE ✓	Y / N	WIS		
SPELLCRAFT	Y / N	INT		
SPOT ✓	Y / N	WIS		
SWIM ✓	Y / N	STR *		
TUMBLE	Y / N	DEX *		
USE MAGIC DEVICE	Y / N	CHA		
USE ROPE ✓	Y / N	DEX		
WILDERNESS LORE ✓	Y / N	WIS		
	Y / N			

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

WEAPON AND ARMOUR PROFICIENCIES

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
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WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

✓ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT

HEAL RATE PER DAY

TURNING/REBUKING
ATTEMPTS PER DAY

= 10 + CHA MODIFIER + EXTRA TURNING

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input style="width: 50px; height: 30px;" type="text"/>	0	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	1ST	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	2ND	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	3RD	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	4TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	5TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	6TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	7TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	8TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>
<input style="width: 50px; height: 30px;" type="text"/>	9TH	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>	<input style="width: 50px; height: 30px;" type="text"/>

DOMAIN AND ESTATE SPELLS

DOMAIN	ESTATE	DOMAIN	ESTATE
1:		1:	
2:		2:	
3:	3:	3:	3:
4:		4:	
5:	5:	5:	5:
6:		6:	
7:	7:	7:	7:
8:		8:	
9:	9:	9:	9:

SPELL SAVE DC MOD

MAGIC ITEMS

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NOTES														
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

ENEMIES, ALLIES, PAST
AQUAINTANCES

PERSONALITY AND CHARACTER

TEMPLE
TOTAL VALUE: LEVEL: LOCATION:

AVAILABLE HYMNS:

CONGREGATION

LOCATION:

NUMBER OF MEMBERS:

LEVEL:

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES